

STRONGHOLD BUILDING CARD for IBM & Compatibles



A complete list of **STRONGHOLD** buildings follows. Each building has several categories of data:

Builder: Which classes can build this building. Some may be built only by specific character classes, some only by the baron, others by anyone.

Income: How much money this building produces each turn. A negative number indicates how much the building costs to maintain per turn.

Cost: The amount of money required to construct this building.

Population Capacity: The number of people this building can house.

Food Production: How much food this building creates each turn. For farms and trees, this number reflects spring or summer production. It rises to 125% in the fall and decreases to 25% in the winter. Other factors: near water=200%; green ground=150%; tan ground (hills) =75%; brown ground (high mountains)=37%.

Food Storage: How much food the building stores.

Durability: How long a building lasts while under attack or abandoned.

BUILDING DATA

Key: numbers and words separated by slash (/) symbols denote upgrades. For example, under the heading for Farm are the words Plot/Farm/Plantation. When you first build it, it will be a Plot, and the first set of numbers in each column applies. After the first upgrade, it becomes a Farm and you refer to the second set of numbers. If only one number appears in any category, that number remains constant through all the upgrade levels.

ALL WALLS

Wall/Sturdy Wall/Manned Wall
builder: ANYONE
income: -1/-5/-9
cost: 20/50/200
population capacity: 0/0/3
food production: 0
food storage: 0
durability: 10/40/80

ARENA

builder: BARON (at DUKE level)
income: -25
cost: 5000
population capacity: 0
food production: 0
food storage: 0
durability: 65

ARMORY

Leatherworks/Shieldsmith/Armory
builder: DWARF or FIGHTER
income: -10/-20/-30
cost: 400/1700/5000
population capacity: 0
food production: 0
food storage: 0
durability: 20/40/60

BAKERY

Bread Shop/Bakehouse/Bakery
builder: HALFLING
income: 4/8/16
cost: 800/1500/2800
population capacity: 0
food production: 4/8/16
food storage: 0
durability: 20/40/60

BAZAAR

Trading Post/Trade Faire/Bazaar
builder: ANYONE
income: variable
cost: 400/800/1600
population capacity: 0
food production +/-: 5/15/40
food storage: 0
durability: 10/14/22

BRIDGE

builder: ANYONE
income: -5
cost: 200
population capacity: 0
food production: 0
food storage: 0
durability: 60

BUILDER'S HALL

builder: ANYONE
income: -5
cost: 1000
population capacity: 0
food production: 0
food storage: 0
durability: 50

CLERIC HOUSE

Chamber/Refuge/Retreat
builder: CLERIC
income: 0
cost: 10/200/800
population capacity: 2/10/25
food production: 0
food storage: 30/160/500
durability: 20/60/99

CLERIC KEEP

Keep/Fortress/Castle
builder: CLERIC
income: 0/-9/-18
cost: 0/2000/8000
population capacity: 20/100/250
food production: 5
food storage: 150/800/2500
durability: 30/70/99

DWARF HOUSE

Home/Hall/Mansion
builder: DWARF
income: 0
cost: 10/200/800
population capacity: 2/7/18
food production: 0
food storage: 20/100/350
durability: 30/60/99

DWARF KEEP

Keep/Fortress/Castle
builder: DWARF
income: 0/-10/-20
cost: 0/2000/8000
population capacity: 20/70/180
food production: 5
food storage: 100/500/1750
durability: 30/70/99

ELF GARDEN

Nursery/Flower Garden/Elf Garden
builder: ELF
income: -8/-16/-24
cost: 1000/5000/10000
population capacity: 0
food production: 0
food storage: 0
durability: 10/20/30

ELF HOUSE

House/Cottage/Home
builder: ELF
income: 0
cost: 10/250/900
population capacity: 2/7/15
food production: 0
food storage: 10/120/400
durability: 10/40/80

ELF KEEP

Keep/Fortress/Castle
builder: ELF
income: 0/-8/-18
cost: 0/2500/9000
population capacity: 10/70/150
food production: 5
food storage: 75/500/1500
durability: 20/40/60

ELF TREE

Elf Tree/Elf Grove/Elf Forest
(Note: built or claimed by elves)
builder: ELF
income: 2/6/18
cost: 30/600/4000
population capacity: 0/2/10
food production: 10/20/40
food storage: 0/10/100
durability: N/A

FARM

Plot/Farm/Plantation
builder: ANYONE
income: variable
cost: 10/500/3000
population capacity: 0
food production: variable
food storage: 0
durability: 10/20/30

FIGHTER HOUSE

Residence/House/Mansion
builder: FIGHTER
income: 0
cost: 10/100/500
population capacity: 2/8/20
food production: 0
food storage: 18/80/220
durability: 20/50/80

FIGHTER KEEP

Keep/Fortress/Castle

builder: FIGHTER

income: 0/-10/-20

cost: 0/1000/5000

population capacity: 20/80/200

food production: 5

food storage: 90/400/1100

durability: 30/60/90

FLETCHER

Arrowmaker/Arrowsmith/Fletcher's Shop

builder: ELF

income: -10/-20/-30

cost: 600/2500/6500

population capacity: 0

food production: 0

food storage: 0

durability: 15/30/50

FORESTER'S CAMP

builder: ANYONE

income: -4

cost: 100

population capacity: 5

food production: 0

food storage: 50

durability: 15

FORGE

Metalworks/Swordmaker's Shop/Forge

builder: ANYONE (except MAGE or ELF)

income: -10/-20/-30

cost: 500/2000/6000

population capacity: 0

food production: 0

food storage: 0

durability: 20/40/60

GAMING HALL

Dice Den/Card Parlor/Gaming Hall

builder: THIEF

income: 5/10/20

cost: 400/700/1300

population capacity: 0

food production: 0

food storage: 0

durability: 10/15/30

GATE

Gate/Sturdy Gate/Manned Gate

builder: ANYONE

income: -8/-10/-12

cost: 200/300/450

population capacity: 0/0/4

food production: 0

food storage: 0

durability: 10/40/80

GLASSWORKS

builder: THIEF

income: -8

cost: 1500

population capacity: 0

food production: 0

food storage: 0

view range: +5

durability: 40

GRANARY

Storage Shed/Storehouse/Granary

builder: ANYONE

income: -10/-25/-40

cost: 100/600/5000

population capacity: 0

food production: 0

food storage: 500/3000/10000

durability: 10/30/60

GUARD HOUSE

Guard House/Drill Hall/Training Hall

builder: FIGHTER or DWARF

income: -5/-15/-30

cost: 500/1000/4000

population capacity: 0

food production: 0

food storage: 0

durability: 25/50/75

HALFLING HOUSE

Lodge/Abode/Dwelling

builder: HALFLING

income: 0

cost: 10/100/400

population capacity: 2/6/13

food production: 0

food storage: 50/180/520

durability: 30/60/90

HALFLING KEEP

Keep/Fortress/Castle

builder: HALFLING

income: 0/-10/-15

cost: 0/1000/4000

population capacity: 20/60/130

food production: 5

food storage: 250/900/2600

durability: 30/70/99

INN

Guest House/Tavern/Inn

builder: ANYONE

income: 15/35/75

cost: 2000/4000/8000

population capacity: 15/35/75

food production: 0

food storage: 0

durability: 30/50/70

JEWELER

Trinketer/Ringmaker/Jeweler
builder: MAGE
income: -10/-20/-30
cost: 750/3000/7000
population capacity: 0
food production: 0
food storage: 0
durability: 25/50/70

MAGE HOUSE

Room/Cottage/Manor
builder: MAGE
income: 0
cost: 10/300/1000
population capacity: 2/5/15
food production: 0
food storage: 15/100/300
durability: 10/40/80

MAGE KEEP

Keep/Fortress/Castle
builder: MAGE
income: 0/-8/-16
cost: 0/3000/10000
population capacity: 10/70/150
food production: 5
food storage: 50/600/2000
durability: 20/40/60

MAGIC MILL

Apothecary/Alchemist's Lab/Magic Mill
builder: MAGE
income: 4/8/16
cost: 800/1500/2900
population capacity: 0
food production: 0
food storage: 0
durability: 20/40/60

MAIN CASTLE

Main Castle/Fortified Castle/Stronghold
builder: BARON
income: 0/-20/-40
cost: 0/7000/15000
population capacity: 25/100/250
food production: 5
food storage: 375/1500/4500
durability: 30/70/99

MARKETPLACE

builder: ANYONE
income: 5
cost: 100
population capacity: 0
food production: 0
food storage: 0
durability: 1

MASON'S HALL

Brick Kiln/Stonemasonry/Mason's Hall
builder: DWARF
income: -5/-10/-15
cost: 500/750/1000
population capacity: 0
food production: 0
food storage: 0
durability: 60/75/90

MINES

Iron/Gold/Gem (Note: not upgrades)
builder: ANYONE
income: 50/125/250
cost: 0
population capacity: 0
food production: 0
food storage: 0
durability: 10/20/20

OUTPOST

builder: ANYONE
income: -20
cost: 3000
population capacity: 10
food production: 0
food storage: 300
durability: 50

PUBLIC BATH

Steam Bath/Bath House/Public Bath
builder: CLERIC
income: -7/-14/-21
cost: 700/1400/2800
population capacity: 0
food production: 0
food storage: 0
durability: 10/20/30

SCRIBERY

Clerk's Office/Transcriber's
Shop/Scribery
builder: CLERIC
income: 6/12/24
cost: 500/900/1700
population capacity: 0
food production: 0
food storage: 0
durability: 20/25/30

SOCIAL HALL

S. Club/Hall of Fellowship/Social Hall
builder: HALFLING
income: -10/-17/-24
cost: 750/3500/6000
population capacity: 0
food production: 0
food storage: 0
durability: 30/60/99

TEMPLE

Shrine/Church/Temple
builder: CLERIC
income: -5/-15/-25
cost: 500/4000/8000
population capacity: 0
food production: 0
food storage: 0
durability: 20/40/80

THIEF HOUSE

Hut/Shack/House
builder: THIEF
income: 0
cost: 10/60/200
population capacity: 2/8/20
food production: 0
food storage: 12/56/160
durability: 10/20/40

THIEF KEEP

Keep/Fortress/Castle
builder: THIEF
income: 0/-5/-10
cost: 0/600/2000
population capacity: 20/80/200
food production: 5
food storage: 60/280/800
durability: 10/20/30

THIEVES' GUILD

Den/Black Market/Guild
builder: THIEF
income: -4/-10/-22
cost: 350/3000/6000
population capacity: 0
food production: 0
food storage: 0
durability: 10/20/30

TOWER

Small Tower/Tower/Large Tower
builder: ANYONE
income: -10/-15/-20
cost: 500/2000/5000
population capacity: 0
food production: 0
food storage: 0
durability: 30/65/99

TOYMAKER

Woodcarver/Puppetmaker/Toymaker
builder: ELF
income: 6/12/24
cost: 500/900/1700
population capacity: 0
food production: 0
food storage: 0
durability: 20/40/60

TREE

Tree/Grove/Forest
(Note: built or claimed by non-elves)
builder: ANYONE
income: 1/5/20
cost: 30/400/2000
population capacity: 0
food production: 5/10/30
food storage: 0
durability: N/A

UNIVERSITY

School/College/University
builder: MAGE
income: -15/-22/-36
cost: 1000/5000/10000
population capacity: 0
food production: 0
food storage: 0
durability: 30/75/99

VAULT

Money-dealer's Shop/Bank/Vault
builder: ANYONE
income: -2/-8/-24
cost: 500/2000/8000
population capacity: 0
food production: 0
gold storage: 2000/10000/50000
durability: 10/50/90

SPECIAL NOTES

Arena: Increases training stronghold-wide. Available at promotion level Duke. Training boost starts at 40%, and increases 4% for every promotion thereafter. Can only build one.

Armory: Upgrades the armor worn by units, with improvements increasing with each upgrade. Distributes to one unit per turn. Will not improve a mage's armor.

Bakery: Generates income and produces food. Food rate is 25% of normal in spring, 50% in summer, 100% in fall, and 125% in winter.

Bazaar: Buys or sells 5-15-40 food during a food shortage or surplus at rate of one gold piece per food unit. Won't buy food until storage is empty. Available at promotion level Count.

Builder's Hall: Repairs all damaged buildings for the owner once per year. Two halls allow two repairs a year, etc., up to four halls four times a year.

Fletcher: First level repairs broken bows, first upgrade makes +1 bows, second upgrade makes +2. Bows are distributed to one unit per turn. Multiple Fletcheries distribute faster.

Forester's Camp: Units claim trees automatically after a Camp is built.

Forge: First level repairs broken weapons, first upgrade makes +1 weapons, second upgrade makes +2. Weapons are distributed to one unit per turn. Multiple Forges distribute faster.

Gaming Hall: Generates income. Also increases income for inns at the expense of other party members at the rate of 3% per upgrade, up to maximum 50% of the stronghold's total income. For example, if the total Stronghold income is 300, a Dice Den would skim 9 gp from that total if the thief owns an inn. Each Hall requires its own inn to generate extra income.

Glassworks: Requires a level 3 (or higher) thief to build. Increases the range of towers by 5 blocks. Also distributes mirrors (to one unit per turn) for use in combat against medusae.

Granary: Stores food. Automatically distributes food to starving leaders when needed.

Jeweler: makes rings of protection, +1, +2, and +3. Only makes rings for mages.

Magic Mill: Generates income. Creates a random chance a Forge, Fletcher, Jeweler or Armory will make a more

magical product (+3 instead of +2 weapons, for example). Each upgrade adds a 3% chance of this happening. Rings of protection never go above +3.

Marketplace: Each one gives 10% access to the Fund. Also improves farm income and food production. Maximum of 10 per leader.

Mason's Hall: Increases the building construction rate, +10%, 20%, and 30%. Works on three buildings at a time.

Outpost: Generates new units at a remote location. Not available until Baron reaches Marquis; can build one per level thereafter.

Public Baths: Increases maximum unit size; increase is by 1, 2, or 3, according to upgrade level. Each Bath effects 5 units at a time.

Tower: Allows units to see surrounding countryside. View ranges are 15 blocks at first upgrade, then 30 and 45 with the following upgrades. Ranges increase at higher elevations.

Training Halls: *Includes Social Hall, Elf Gardens, Training Hall, University, Temple and Thieves' Guild.* Increases the rate at which units go up in level. Effects all units belonging to the leader, not just the ones in the block with the training hall.

Vault: Works like a granary, but for gold.

Walls/Gates: Block passage of non-flying monsters. Gates allow passage of friendly units only. Note: N/S gates allow E/W passage, and vice versa.



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